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20. A touch-sensitive display according to claim 14, wherein each basic display unit further comprises a standard portable computer incorporating a CPU for executing a graphics processor application.

21. A touch-sensitive display according to claim 14, wherein a predetermined one or more of said basic display units includes one or both of a keyboard and a mouse.

22. A touch-sensitive display according to claim 14, wherein said network is realized using TCP/IP as a network interface and an Ethernet™ physical medium between respective ones of said basic display units.

23. A touch-sensitive display according to claim 14, wherein said network is realized using Localtalk™ as a network interface and an Ethernet™ physical medium between respective ones of said basic display units.

24. A touch-sensitive display according to claim 14, wherein said basic display units are abutted together in close proximity in order to reduce spacing between each display screen of said respective ones of said basic display units.

25. A touch-sensitive display according to claim 14, further comprising a transparent protective layer intermediate said at least one touch-sensitive panel and said at least one display screen of respective ones of said basic display units.

26. A touch-sensitive display according to claim 25, wherein said transparent protective layer comprises one of either clear plastic or glass.

27. A method for displaying images on a display device having a plurality of basic display units each coupled together by a network, each basic display unit including a processor connected to at least one touch-sensitive display panel and an input for receiving input command signals, said method comprising the steps of:

arranging the basic display units together into a tessellation for operating as a single display device;

receiving a user touch input on the display panel and in response identifying a physical pixel location on the associated display panel at which said user touch input was made;

sending command signals to the processor connected to the display panel receiving the user touch input;

converting the physical pixel location of the user touch input in accordance with the command signals into a logical pixel location associated with the single display device;

displaying information on each touch-sensitive display panel with the connected processor according to the logical pixel locations; and

operating each processor both independently of the other processors and in conjunction with the other processors thereby allowing all display panels to operate both separately and together as a single logical display unit.

28. A distributed user interface comprising:

a plurality of basic display units, each of said basic display units including a processing unit, at least one display screen and at least one user input device, said basic display units being arranged so that the at least

one display screen of said basic display units form a tessellation, each said processing unit executing an applications program and generating graphical images that are presented on said at least one display, each said processing unit receiving user input from said at least one input device and commands from other basic display units, each said processing unit being responsive to said commands and updating the graphical images presented on said at least one display screen, said processing unit also being responsive to said user input and updating the graphical images presented on said at least one display screen and/or generating commands for at least one other basic display unit; and

a network interconnecting said basic display units to enable commands generated by said basic display units to be conveyed to other basic display units so that user input received by one basic display unit can be used to update the graphical images presented on the at least one display screen of at least one other basic display unit.

29. A distributed user interface according to claim 28 wherein said at least one user input device includes one or more of a keyboard, a mouse, a trackball, and a tablet.

30. A distributed user interface according to claim 28 wherein said tessellation is planar.

31. A distributed user interface according to claim 28 wherein said tessellation is curved.

32. A distributed user interface according to claim 31 wherein said tessellation is spherical.

33. A distributed user interface according to claim 29 further including at least one touch-sensitive panel overlying said tessellation, said at least one touch-sensitive panel being responsive to user contact and providing user input to the basic display unit associated with the location at which user contact on said touch-sensitive panel is made.

34. A distributed user interface according to claim 33 wherein each basic display unit includes one display screen and wherein a separate touch-sensitive panel is associated with each basic display unit and overlies the display screen thereof, said touch-sensitive panel providing said user input to the associated basic display unit in response to user contact thereon.

35. A distributed user interface according to claim 28 wherein said at least one user input device includes at least one touch-sensitive panel, said at least one touch-sensitive panel overlying said tessellation, said at least one touch-sensitive panel being responsive to user contact and providing user input to the basic display unit associated with the location at which user contact on said at least one touch-sensitive panel is made.

36. A distributed user interface according to claim 35 including a touch-sensitive panel associated with each basic display unit.

37. A distributed user interface according to claim 35 wherein said tessellation is planar.

38. A distributed user interface according to claim 35 wherein said tessellation is curved.

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